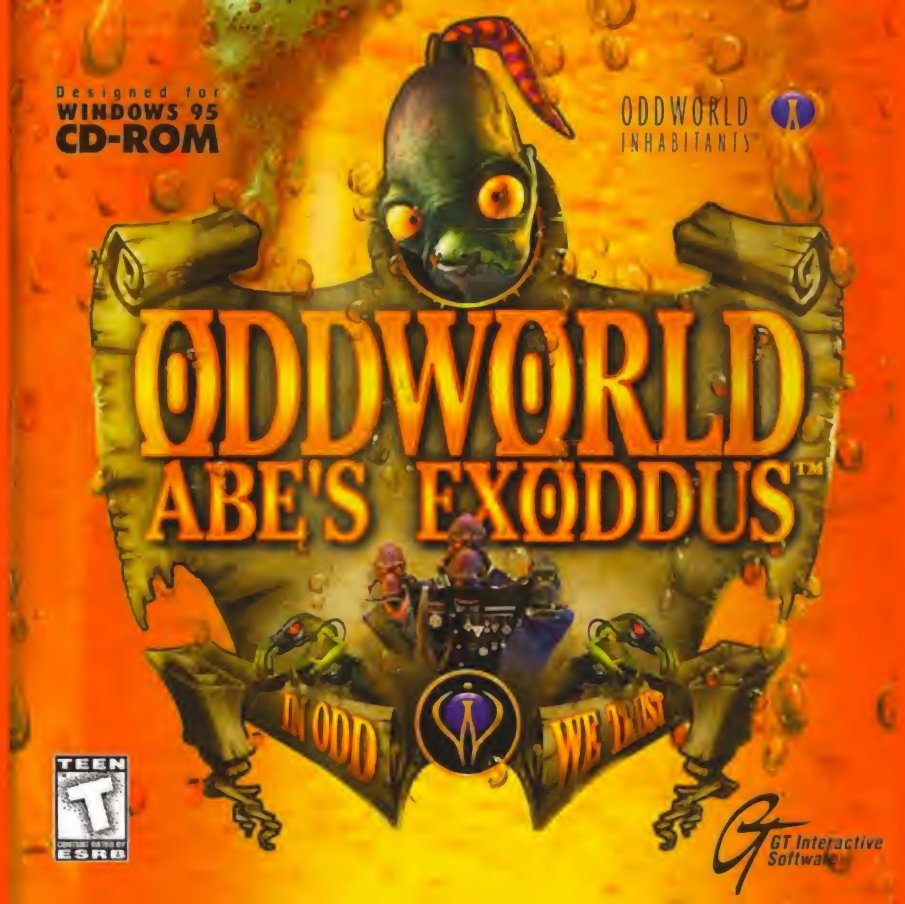
Designed for
WINDOWS 95
CD-ROM
ODDWORLD
INHABITANTS
ODDWORLD
ABE'S EXODDUS™
IN ODD WE TRUST
TEEN
T
ESRB
GT Interactive
Software

INSTALLING ABE'S EXODDUS

To install the game, insert the "Install" CD ROM, wait for the Setup program to begin, and follow the instructions on the screen to install the game. If you have autorun notification disabled (ie. nothing happens), simply double-click on the My Computer icon, the CD ROM drive, and finally "AUTO.EXE".

During the installation, you will have the option (by choosing "Full" installation type), of installing all the game level data on your hard disk. This will smooth screen transitions in the game, and is recommended if you have the space (about 150 MB more than the "Typical" installation).

You will also have the option of installing Microsoft Direct X 6, which is required to run the program. Only decline this option if you are sure you have Direct X 6 installed on your computer already. If it's already installed, it won't hurt anything to install it again. If you are prompted during the Direct X installation about whether or not to replace a file, you should choose the file with the latest date, unless you know you need to use the older file. If you install Direct X, you will be required to restart your computer at the end of the installation.

To start the game after installation, either double-click on the Abe's Exoddus icon in the Program Group created, or click on the Start button, select Programs, then Abe's Exoddus, then the Abe's Exoddus icon. There are also icons (Faster Abe's Exoddus, Fastest Abe's Exoddus) for performance enhaced (but worse looking) versions of the game. Select the Read Me icon for more specific info about these, as well as for instructions on how to install the Oddworld Desktop Theme.

Before the game starts, you will be prompted to insert the "Play" CD ROM. Once the game is installed, this will be the only CD ROM you will need to play the game.

SYSTEM REQUIREMENTS

- Windows®95 or Windows®98
- 166MHz Pentium processor (200MHz recommended)
- 16MB RAM (32MB or higher recommended)
- 4X CD-ROM (8X or higher recommended)
- 100% SoundBlaster compatible sound card

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KEYBOARD CONTROLS

REMEMBER: Hidden Mudokons award rings to heal the sick. Chant near sick Mudokons to release the ring.

REMEMBER: Angry Mudokons won't stop pulling levers until Abe apologizes.

HINT: If you see a number floating in a bird portal, rescue that many Mudokons ALL AT ONCE to gain the Shrykull power-up.

SLIGSPEAK

PRESS...	
1	HI
2	HERE BOY
3	FREEZE
4	GIT 'IM

PRESS...	
S'MO BS	5
BS	6
LOOK OUT	7
LAUGH	8

ESC EXIT

REMEMBER: If a bird portal stays open after Abe stops chanting, Abe can jump through it to go someplace special.

PRESS...

1 HOWDY

2 C'MON

3 STAY

4 DO IT

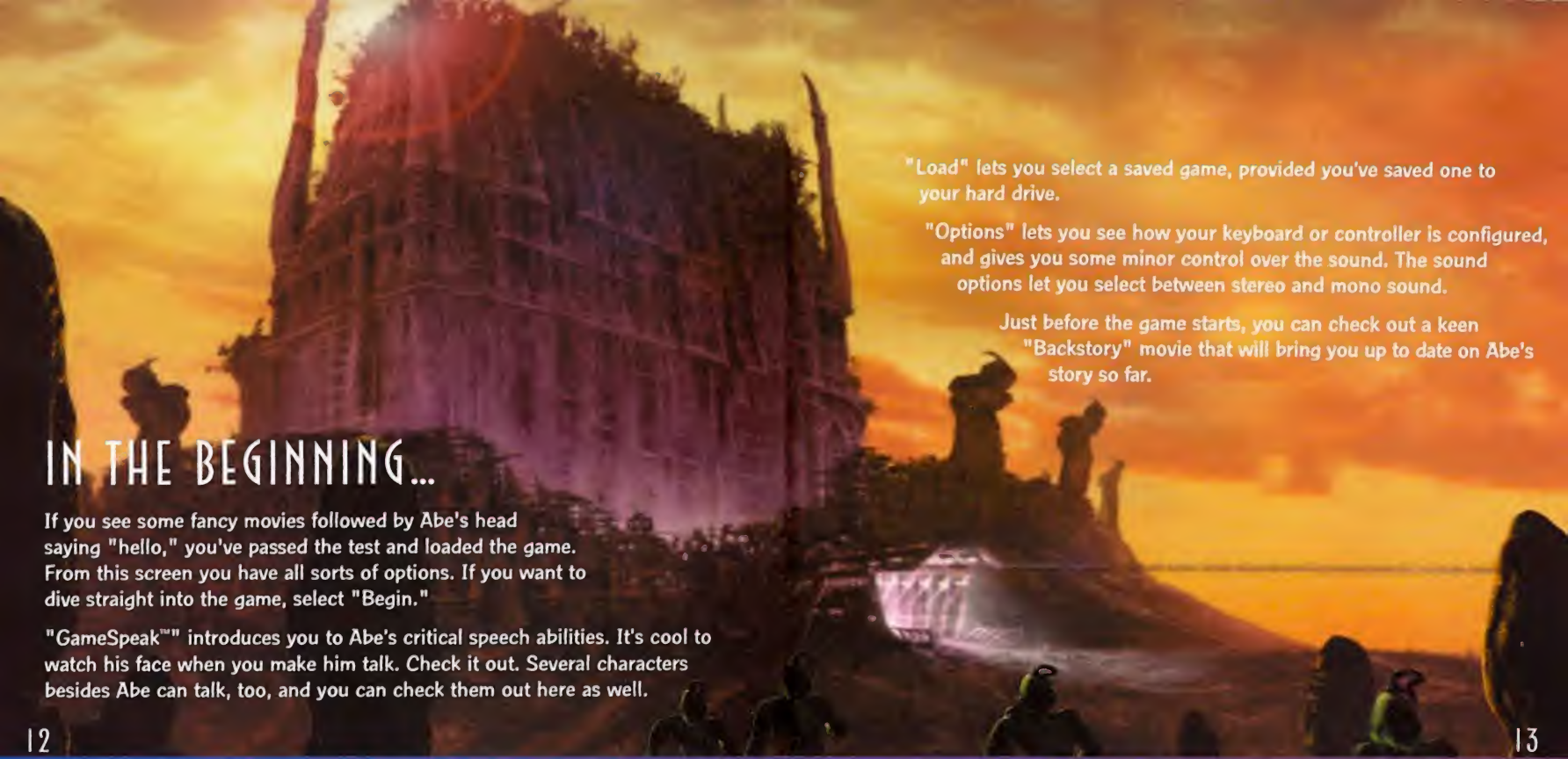
PRESS...

ATTACK 5

ALL A YA! 6

ESC EXIT

DON'T FORGET: All controls can be referenced off the option screen.



IN THE BEGINNING...

If you see some fancy movies followed by Abe's head saying "hello," you've passed the test and loaded the game. From this screen you have all sorts of options. If you want to dive straight into the game, select "Begin."

"GameSpeak™" introduces you to Abe's critical speech abilities. It's cool to watch his face when you make him talk. Check it out. Several characters besides Abe can talk, too, and you can check them out here as well.

"Load" lets you select a saved game, provided you've saved one to your hard drive.

"Options" lets you see how your keyboard or controller is configured, and gives you some minor control over the sound. The sound options let you select between stereo and mono sound.

Just before the game starts, you can check out a keen "Backstory" movie that will bring you up to date on Abe's story so far.

HINT: If you scare away a bird portal, just leave screen...when you return, the birds will be back.

LOADING AND SAVING

Oddworld: Abe's Exoddus is a tough game. Even with infinite lives, it's going to take a long time to play through the game, particularly if you're trying to rescue all the Mudokons. Fortunately, you can save your game.

Saving a game is easy. Press "Esc" while playing to bring up the Options menu. Select "Save," and press "Enter". A unique name for the current screen will be displayed, and you can either change the name or leave it as it is.

If you're in a hurry and you want something less permanent, choose "Quiksave™" from the Options menu (or press F5 from a game screen). Then, if you die, Abe will re-start where you saved.

Be careful, though, because Quiksaving in the wrong place can leave Abe stranded! If that happens, choose "Restart Path" off the Options screen.

To restore a saved game, select "Load" from the Options screen. Choose the saved game you desire to load from the list of names using the up and down arrows and press "Enter". To restore a Quiksave™, choose "Load Quiksave™" from the Load screen (or press F6 from a game screen).

Finally, if you paint yourself into a corner, use the "Restart Path" option on the Options screen to restore the immediate neighborhood to its original condition. This can come in handy if you've QuikSaved™ yourself in the House of Pain.

HINT: Some Ghost Traps award the invisibility power-up when Abe slaps them.

THE STORY

When last we saw Abe, he'd just rescued ninety-nine Mudokons from RuptureFarms™, and struck a serious blow to the Glukkons of the rapacious Magog Cartel. Once an ignorant, happy floor-waxer, Abe now found himself a hero to his people. You might think Abe had earned a vacation...

...but that was before he fell on his head, and had a vision. Three restless ghosts let Abe in on a shocking secret.

RuptureFarms was just one of many slaughterhouses the Glukkons are using to exploit the Mudokons. Even worse is the SoulStorm™ Brewery, where super-addictive SoulStorm™ Brew is made from the bones of dead Mudokons mined from Necrum, the ancient Mudokon city of the dead!

Abe, being a schmuck—uh, hero—set out across the desert with five friends to find Necrum. When the game opens, Abe and his pals have snuck into the Necrum Mines.

Your mission is to destroy the Mines by sabotaging the boilers that power the place. You'll have to find your five friends, too...but keep them away from SoulStorm™ Brew! One slug of that stuff and they'll get sick, and be no use to anyone...unless you can find a way to heal them. And how do you do that? I bet those three restless ghosts might have an idea. They're probably hanging around their tomb. If you find the ghosts, maybe you can get them to confirm the rumor that Scrabs and Paramites are running free in the Vaults of Necrum.

NEED A SLIG? Possessed Glukkons can sometimes summon a Slig by shouting for "Help!"

What happens after that is up to you to discover, but if you think you're going to get off with just blowing up the Mines, you haven't been paying attention. Hellish train rides, bone-processing factories, a whole barracks full of Sligs, and SoulStorm™ Brewery itself are in your future. There won't be a dry eye in the house when you discover the secret ingredient of SoulStorm™ Brew. And oh yeah, it wouldn't be a bad idea to rescue any other Mudokons you find along the way. Never know when it will come in handy to have a bunch of escaped Mudokons to call on. It sure bailed your fat out of the fire when Molluck had you hanging over the meat grinders back in RuptureFarms™... but that's ancient history.

FRUSTRATED? You can make a possessed Slig beat a Mudokon by standing next to your victim and pressing **X**.

THE CAST

VICE-PRESIDENT ASLIK
Glukkon™ in charge of FeeCo Depot. The Trains will run on time.

GENERAL DRIPIK
Stern taskmaster of the Slig Barracks.

DIRECTOR PHLEG
Head boner at the Bonewerks.

ABE
Equal parts hero, godling, and knucklehead.

BREWMASTER GLUKKON
Half the heart but twice the flavor!

WANT TO THROW A ROCK AT A STEEP ANGLE? Try pressing the direction opposite the way you are facing plus **Z**.

THE CAST

MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SoulStorm™ Brew. You'll find 'em wherever the Magog Cartel needs a cheap labor force. They're an emotional bunch of guys. Look out if they start fighting!

SLIGS

Gun-crazy fiends...when they've got their pants on, at least.

SCRABS

Nothing is tougher than a Scrab—except, maybe, another Scrab.

PARAMITES

Vicious little pack animals, but they can be your best friend once you learn what makes 'em tick.

CRITICAL HINT: To run straight into a roll, press **X** while you run!

THE CAST

SHRYKULL

Half-Mudokon, half-God, all trouble. Abe changes into this guy when he rescues enough Mudokons through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?

FLEECHES

Starting life as happy Glukkon pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

SLURGS

The lowest form of Oddworld life, subsisting on the offal of Fleeches. Hey, it's a living.

FLYING SLIGS

Half-mad Slig flyboys.

GREETERS

A public-relations nightmare made right! Glukkons were aghast when these marketing and P.R. machines began attacking the customers. Now, they make perfect security guards!

SLOGS

They bark, eat live flesh, are definitely not good with children, but they're a Slig's best friend.

SLOGGIES

Cuter than their grown-up cousins, but just as vicious.

CRAWLING SLIGS

Everybody has to start someplace.

CRITICAL HINT: To turn into a door or a well while you run, press ↑ when you're next to where you want to turn!

ABE'S MOVES

WALK ← or →

SNEAK Alt + ← or →

RUN Shift + ← or →

JUMP Space

RUN/JUMP
Shift + Space

CROUCH ↓

ROLL X + ← or →

HOIST ↑

THROW Z

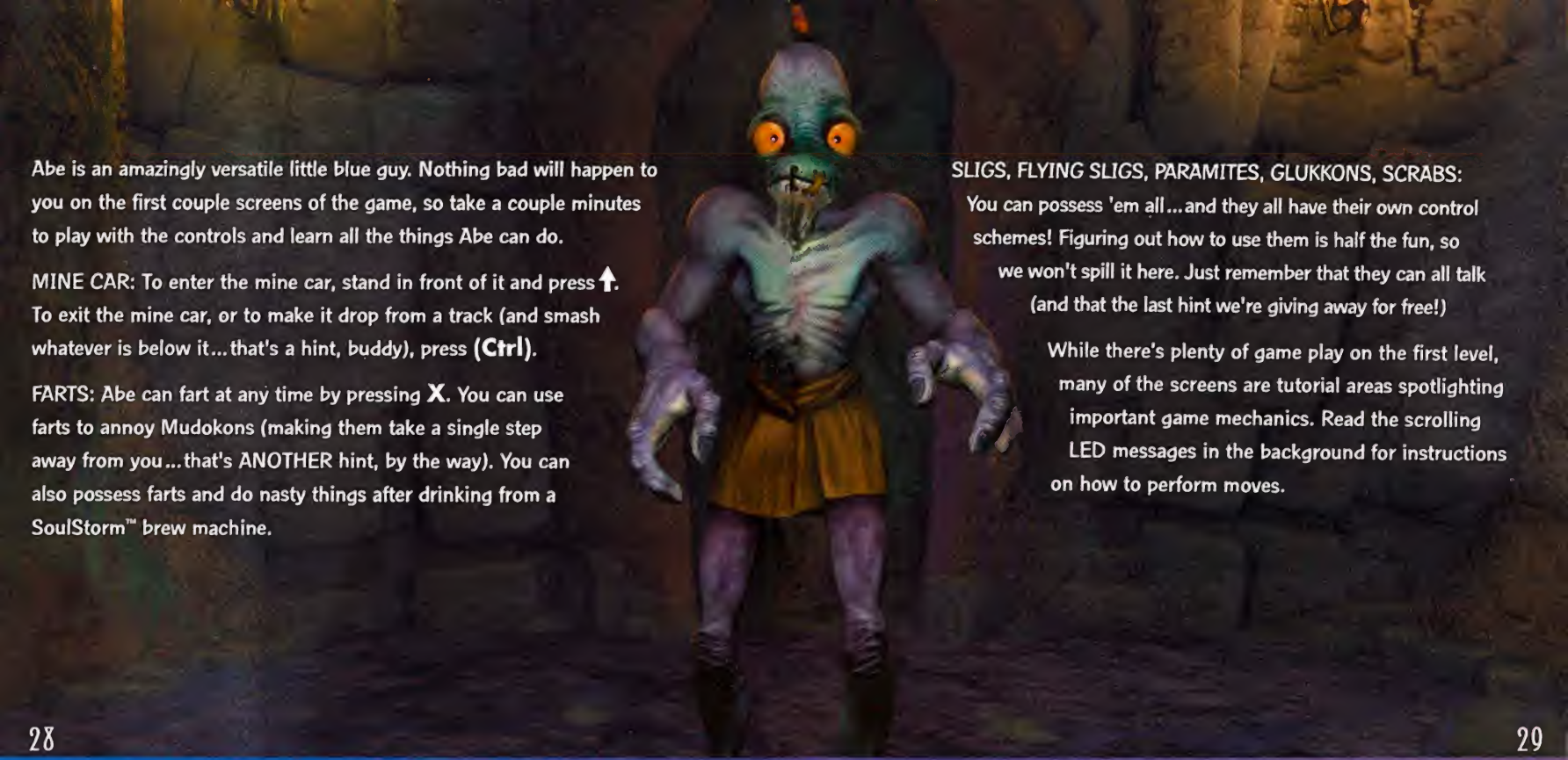
CHANT O

SLAP 5

SYMPATHY
7

FART X

ENTER MINE CAR ↑



Abe is an amazingly versatile little blue guy. Nothing bad will happen to you on the first couple screens of the game, so take a couple minutes to play with the controls and learn all the things Abe can do.

MINE CAR: To enter the mine car, stand in front of it and press ↑. To exit the mine car, or to make it drop from a track (and smash whatever is below it... that's a hint, buddy), press **(Ctrl)**.

FARTS: Abe can fart at any time by pressing **X**. You can use farts to annoy Mudokons (making them take a single step away from you... that's ANOTHER hint, by the way). You can also possess farts and do nasty things after drinking from a SoulStorm™ brew machine.

SLIGS, FLYING SLIGS, PARAMITES, GLUKKONS, SCRABS: You can possess 'em all... and they all have their own control schemes! Figuring out how to use them is half the fun, so we won't spill it here. Just remember that they can all talk (and that the last hint we're giving away for free!)

While there's plenty of game play on the first level, many of the screens are tutorial areas spotlighting important game mechanics. Read the scrolling LED messages in the background for instructions on how to perform moves.

CRITICAL HINT: To jump while you run, press "Space" while you run!

GAME SPEAK™

Abe does more than run, jump, roll, and flip around like a fish. He can talk. Even if you can't talk, you'll have to learn how to make Abe talk if you want to play the game. The "GameSpeak™" option available from the start-up screen is an excellent place to learn about Abe's amazing speech abilities. Here's a diagram of Abe's GameSpeak™, in case you need it in the middle of a game.

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.

Learning what to say to who is part of the game's challenge, so we won't spoil it for you, but here are a couple pointers:

* Say "Hello" to initiate conversation with a Mudokon.
* Say "All ya!" to alert all Mudokons at once.
* Learning to use "Follow Me" and "Wait" is pivotal to solving many puzzles.
* Some of the words (especially the rude sounds) are just plain fun to make. Use GameSpeak™ to personalize the way you play the game. It's an attitude thing.
* Sligs can order Slogs.
* Glukkons can order Sligs!
* Experiment!

IMPORTANT: You can pick up rocks, bones, grenades, and meat by squatting next to them and pressing **(Ctrl)**.

EMOTIONS

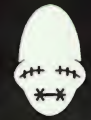
The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.

ANGRY MUDOKONS won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.

WIRED MUDOKONS are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.

DEPRESSED MUDOKONS are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.

SICK MUDOKONS are drunk from SoulStorm™ Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.



BLIND MUDOKONS can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls... which is kind of amusing the first ten or twenty times you see it. Especially if there are mines or drills around. Or death drops. Or electrical walls... they're good too.

HINT: Use farts and grenades to blow up chant suppressors!

WORK IS GOOD FOR THE SOUL!

Abe can turn wheels and pull levers by himself, but sometimes you'll find complicated contraptions that Abe can operate only with help from his fellow Mudokons. You'll need to GameSpeak with your buddies to get them positioned in front of a wheel or right next to a lever...then tell them to "work!" Sometimes Abe needs to work at the same time, so look alive!

QUARMA IS GOOD FOR THE SOUL, TOO!

More properly, Quarma is your soul. Rescue lots of Mudokons, and your Quarma is good. Leave them to die—or, worse yet, kill them intentionally—and your Quarma is going to go south, and in a hurry. To win the game you must have good Quarma, meaning you must save at least as many Mudokons as are killed. Watch for Status Displays throughout the game for hints about how many Mudokons you've rescued, and how many are still out there. Be thorough in your investigation, because once you leave an area, any Mudokons left behind are permanently lost!

For the ultimate challenge, try to rescue all 300 Mudokons. You'll get a special bonus if you do. There is no truth to the rumor that a secret bonus awaits players who kill nearly all the Mudokons. No truth at all. What kind of sick people do you think we are? As if we'd put something like that in a game. Not us. No way. Nope.

WHO CUT THE CHEESE?

There's no delicate way to put this: Abe can fart. He can fart up a storm...a SoulStorm™! Drink brew from a dispenser machine (you'll find the first of several full machines in FeeCo Depot) and press **(X)** button to fart. Chant to possess the thing, move it around, then chant again for a BIG SURPRISE! You can also make Mudokons upset by farting near them, which comes in handy if you want someone to step aside.

REMEMBER: Sligs can use GameSpeak to control Slogs!

ENVIRONMENTS

SOULSTORM MINING CO.

NECRUM MINES

It's not enough for the Glukkons to slaughter Mudokons for food... they gotta mine the bones of dead Mudokons for Brew, too!

NECRUM

Most of Necrum remains untouched by the Glukkons... but for how long?

REMEMBER: Glukkons can use GameSpeak to control Sligs!

ENVIRONMENTS

MUNDANCHEE VAULTS

Part of Necrum is overrun by wild Scrabs...

MUDOMO VAULTS

...while another part is infested with Paramites.

DON'T FORGET: Make wired Mudokons snap out of it by standing next to them and slapping them (5). Only slap them once...multiple slaps can kill a Mudokon!

ENVIRONMENTS

FEECO DEPOT

Transportation hub of the Magog Cartel.

BONEWERKS

Where Mudokon bones are processed into the raw materials of SoulStorm™ Brew.

HINT: You can make Mudokons stop fighting each other by saying, "Stop it!" (8).

ENVIRONMENTS

SLIG BARRACKS

Where do you think all those Sligs come from?

SOULSTORM™ BREWERY

Where all the pieces come together, and Abe discovers the secret ingredient of Brew ... or dies trying.

HINT: Abe can slap Sligs by pressing **(5)**, but you better be in the shadows to try it!

ABE'S GUIDE TO ODD WORLD

READ THEE FOR CLUES

UXB
slap when it's green

GHOST LOCK
slap these for special powers and to open tomb doors

MOTION DETECTOR
stand still when these touch you

SLIG LOCKER
where do you think they keep their pants?

ROCK SACK
hit this to get a rock

PLATFORM
ride these up and down

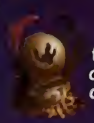
LAND MINE
jump over these

TRAP DOORS
look out below!

TOMB DOOR
release spirits to open these doors

LED SCREEN
read these for clues

TELEPORTER
pull the lever and hold your breath



STORY STONE
touch these for clues and cool stuff

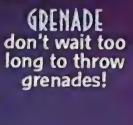
DIRECTORY
touch this to see a map

GLUKKON SECURITY FONE
only Glukkons can talk to these

WORK WHEELS
turn these

SLIG SPAWNER
for all your disposable slig needs

GRENADE MACHINE
push the green button



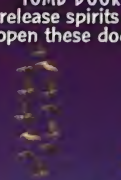
GRENADE
don't wait too long to throw grenades!

MOVING BOMBS
touchy, touchy

GLUKKON VOICE LOCK
possess a Glukkon and talk to 'em.

SOULSTORM™ BREW DISPENSER
push the button, then do what comes naturally

SHRYKULL BIRD PORTAL
rescue this many guys at once to get a bonus



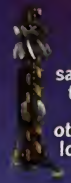
ABE PORTAL
chant and jump through these

SLIG VOICE LOCK
make Sligs talk to these

SLAMDOOR
like a wall, only more violent

MEAT SACK, BONE SACK
slap these to play with your food

SLOG HUT
look out for Sligs!



MINE DRILL
safe when turned off... otherwise, look out!

BIRD PORTAL
chant near these

WELL
jump into these

MINE CAR
↑ to enter Mine Car, "Ctrl" to exit/ drop Mine Car

LEVER
pull it

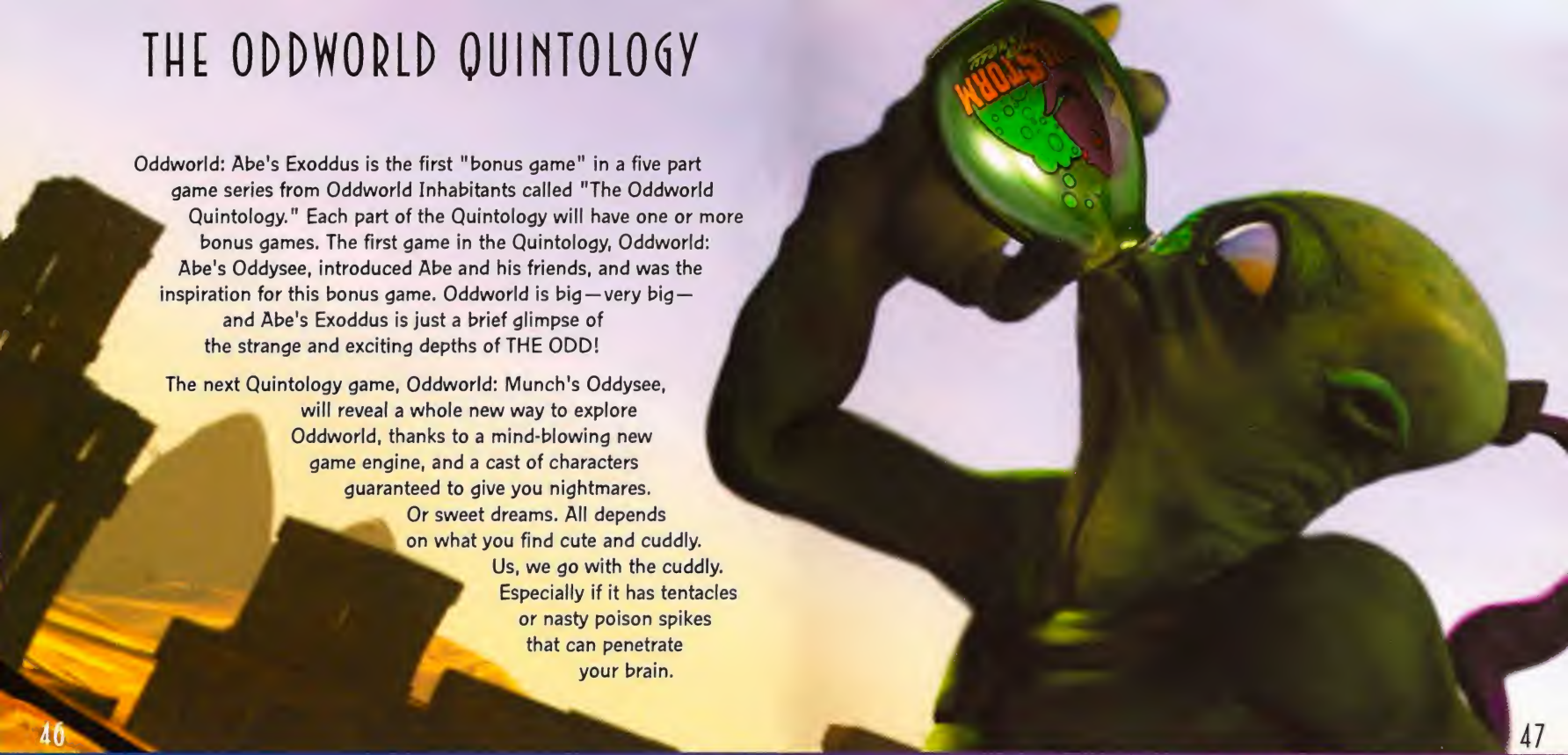
ELECTRIC WALL
touch it and fry

MUDOKON STATUS INDICATOR
keep an eye on these— they're important!

THE ODDWORLD QUINTOLOGY

Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big—very big—and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares. Or sweet dreams. All depends on what you find cute and cuddly. Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your brain.

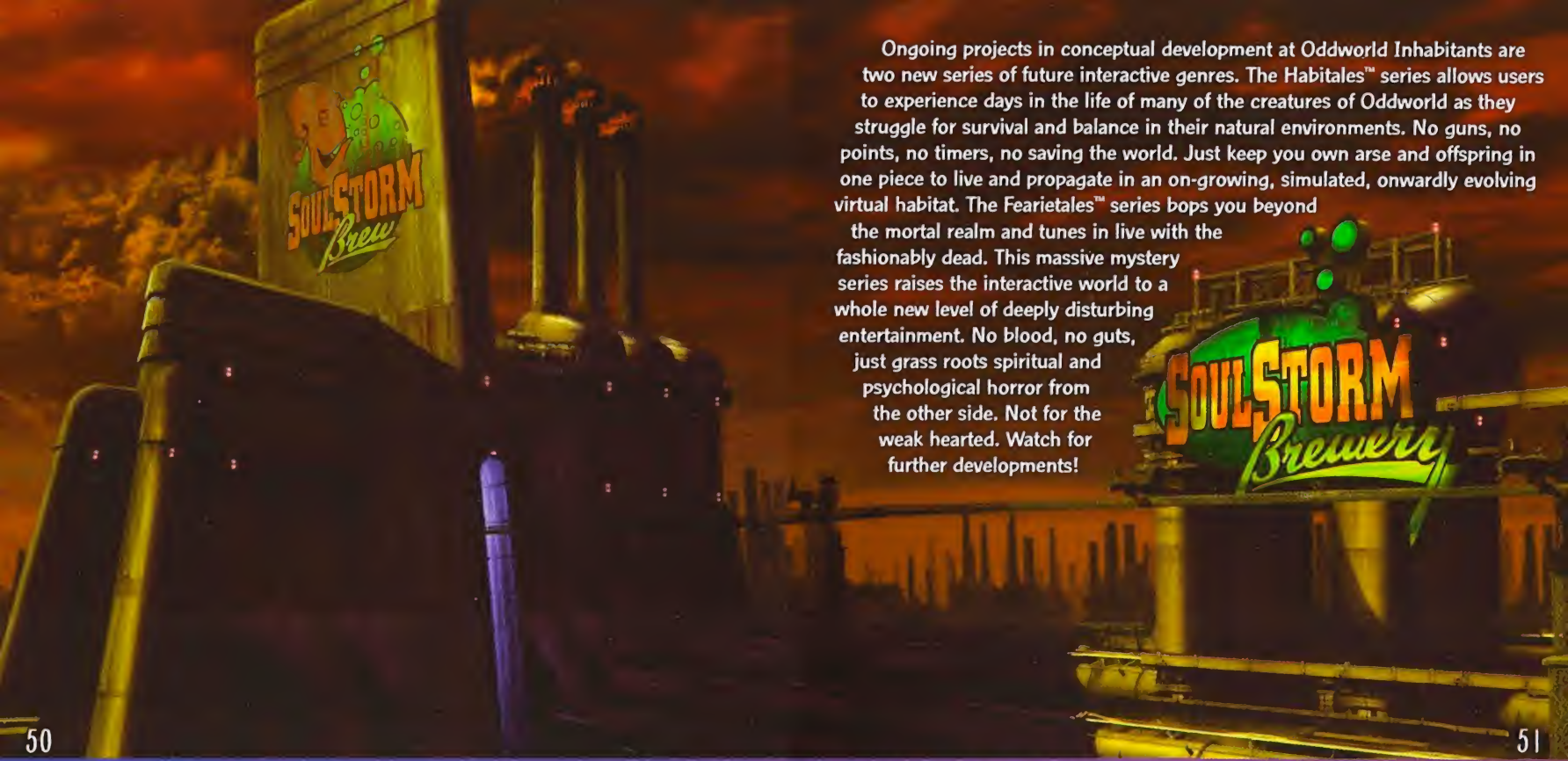


HINT: Abe can make depressed and angry Mudokons feel better by standing next to them and saying he's sorry (7).

Munch's Oddysee will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead). How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld— The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!"

MUNCH'S ODDYSEE: A SCREAMING GOOD TIME

REMEMBER: If Abe stands still in black shadows, he cannot be seen!



Ongoing projects in conceptual development at Oddworld Inhabitants are two new series of future interactive genres. The Habitales™ series allows users to experience days in the life of many of the creatures of Oddworld as they struggle for survival and balance in their natural environments. No guns, no points, no timers, no saving the world. Just keep you own arse and offspring in one piece to live and propagate in an on-growing, simulated, onwardly evolving virtual habitat. The Fearietales™ series bops you beyond the mortal realm and tunes in live with the fashionably dead. This massive mystery series raises the interactive world to a whole new level of deeply disturbing entertainment. No blood, no guts, just grass roots spiritual and psychological horror from the other side. Not for the weak hearted. Watch for further developments!

REMEMBER: Let sleeping Slogs lie! Sneak past sleeping enemies by pressing **(Alt)** while you walk.

ODDWORLD INHABITANTS

Executive Producer: Sherry McKenna
Director/Creator: Lorne Lanning
Producer: Frank Simon
Production Designer: Farzad Varahramyan
Sound Producer: Josh Gabriel
Sound Design & Composition: Ellen Meijers-Gabriel
Script: Lorne Lanning, Chris Ulm
Lead Game Designer: Paul O'Connor
Game Design: Chris Ulm, Michael Madden, Dennis Quinn, Jeff Brown

Art Producer: Gerilyn Wilhelm
Art Director: Robert Brown

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Animators: Shawnalee Anderton, Sean Miller, Angela Jones
Sr. Modelers: Eric Antanavich, Jane Mullaney
Modelers: Steve Knotts, Marquise Bent, John Garrett

Lead Digital Artist: Cathy Johnson
Digital Artists: Raymond Swanland, Mark Ahlin, Thomas Jung, Jose Aello Jr.
Lead Programmer: Todd Johnson
Programming: Craig Ewert, David Bright, Dan Kading, Mike Waltman
Associate Producer: Heidi Ewert
Art Coordinator: Shane Keller
Game Manual: Paul O'Connor

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Brewmaster: Scott Easley
Glukkon Exec #1: Sean Miller

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Sr. Systems Administrator: John Burk
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Assistant Producer: Patrick "Kimo" Yoshida
Lead Tester: Mark Simon
Quality Assurance: Kevin Novoa, Royce W. Lyman, Jake Jones, Sean Longman
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GT SALT LAKE

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Whew! that's it....

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GT Interactive Software
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

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